

## IN THE SPECIFICATION

Please add the following paragraph at Page 1, line 3:

CROSS-REFERENCE TO RELATED APPLICATIONS

This application is a divisional of U.S. Patent Application No. 10/035,812, entitled SEQUENTIAL FAST-BALL BINGO SECONDARY BONUS GAME FOR USE WITH AN ELECTRONIC GAMING MACHINE, which was filed on October 18, 2001, now U.S. Patent No. 6,832,956.

Please replace the paragraph at Page 2, line 14, with the following:

A secondary game operable on a gaming machine top box includes visual representations of a plurality of bingo cards formed of five columns, each column corresponding to a letter in B-I-N-G-O. The secondary game also includes peripheral spaces on the top box corresponding to each letter on each card. Qualified players, e.g. those making a maximum bet on the base game, cause the secondary game to operate whereby one of the peripheral spaces is selected. A letter causes the column on the card associated with that letter to be lit; however, the cards must be completed sequentially so that the 'B' column must be lit before 'I' and so forth. Completely filling out one or more of the bingo cards results in a selected award associated with that winning card. In a preferred embodiment of the invention, a bonus script is built that predetermines the number of plays made and the bonus amount received. The player then simply plays out the script until the bonus amount is ~~one~~ won.

Please replace the paragraph at Page 7, line 29, with the following:

FIG. 4 is a flow diagram showing the operation of the game shown in FIGs. 2 and 3 according to a preferred embodiment of the invention. As will be appreciated, the bonus game is decoupled from the primary game so that something can happen in every or almost every game. Every maximum coin game (typically three credits wagered at one time with a portion of the third coin in funding the secondary bonus game) results in some activity.

Please replace the paragraph at Page 8, line 5, with the following:

The top box 90 includes four bingo cards 96 of different colors (blue, yellow, red and green) surrounding a vacuum fluorescent display (VFD) 98. Each of the four bingo cards 96b, 96y, 96g, and 96r include three pie-shaped spaces – e.g. spaces 104a, 104b, and 104c in FIG. 5 – underneath the card, each space having a numerical value printed thereon. Surrounding the cards are twenty-one spaces or balls 94 of alternating colors, twenty of the spaces each having either a B, I, N, G or O printed on it. There are four of each letter within peripheral light can 94, one for each of the four colors. The twenty-first space 94? has a '?' printed on it and is located at the upper central portion of the top box glass display 92.